

Hunting Sportsman

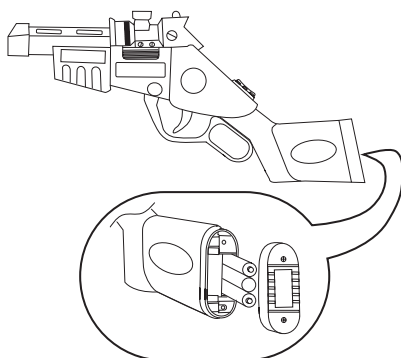
OWNER'S MANUAL — Please read before using this equipment.

All the excitement of a real hunt with none of the dangers!

Your RadioShack Hunting Sportsman gives you the fun and excitement of a virtual hunt! Search for signs of deer and shoot as many as possible. Watch out for bears while you hunt, and try to conserve your ammo.

INSTALLING BATTERIES

Your game requires 3 AAA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.



1. Use a Phillips screwdriver to loosen the two screws on the battery compartment located in the rifle's stock, then remove the cover.
2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
3. Replace the cover and tighten the screws.

Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

Cautions:

- Use only fresh batteries of the required size and recommended size.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- If you do not plan to play the game for several weeks, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

Note: When the sound becomes low, or the game stops operating properly, replace the batteries.

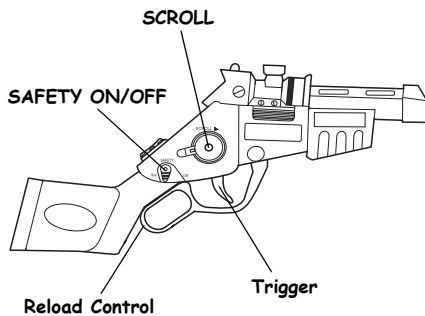
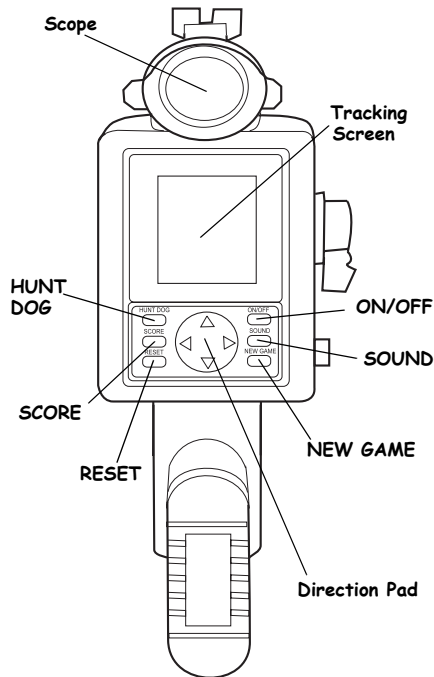


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A QUICK LOOK AT THE GAME



PLAYING THE GAME

You are the hunter, and you are searching the woods for deer. Although the deer are your targets, you must also watch out for bears and other hunters.

1. Press **ON/OFF** to turn on the game.

2. Press **SOUND** to turn the sound on or off.
3. Press ◀ or ▶ on the direction pad to select Amateur or Professional mode.

In Amateur mode, it is easier for you to track the deer. If you cannot find any clues, you can press **HUNT DOG** to help you find the deer. You have 9 dogs per game.

In Professional mode, it is more difficult to track the deer, since you do not have any hunting dogs. You must also enter the deer location upwind to avoid alerting the deer to your presence and frightening them away (see "Tracking the Deer").

4. Make sure that **SAFETY** is set to **OFF**, then pull the trigger. A gunshot sounds and + (your location indicator) appears on the middle of the tracking screen.

Note: To save battery power, the game automatically turns off if you don't press a button for more than 3 minutes. Press **ON/OFF** to turn the game on again. The game picks up where you left off.

Tracking the Deer

1. Turn **SAFETY** to **ON**, then use the direction pad to move around in the hunting area.

Note: If **SAFETY** is not turned completely to **ON**, you cannot move.

2. As you move, watch for clues to appear in the green square at the bottom of the tracking screen. If you find a broken branch, a dot appears, indicating the deer's area. Use the keys on the direction pad to move to that dot in 8 steps. The dot disappears after 7 seconds.

Note: In Professional mode, you can only move to the dot by traveling in the

direction opposite the wind direction (see the bottom of the screen for wind direction). Otherwise, the deer run away.

3. You cannot cross the deep part of the river. When you come to this area, you hear a beep. Go around this part of the river.
4. If you reach the top or bottom of the hunting area, **SCROLL** ▲ or ▼ flashes. Rotate the scroll knob until the desired area appears.

Note: If you rotate the scroll knob to the wrong area, or you stay in the original area, **SCROLL** ▲ or ▼ continues to flash. Rotate **SCROLL** to the correct area, otherwise you cannot use the buttons on the direction pad to try to move in the indicated direction and you hear a beep.

As you move, you see several clues — droppings, hoof prints and broken branches — that show you there are deer nearby.

Within 8 steps after you find the first two clues (the droppings and the hoof prints), deer appear.

Aiming and Shooting

When you enter the deer's area, a deer's head appears on the tracking screen, a deer's snort sounds, and the deer appear in the scope screen.

1. Turn **SAFETY** to **OFF**, then pull **RELOAD** to load the gun. Pull and release the reload control to load your gun. If you try to shoot without loading, **RELOAD** appears.
2. Use the keys on the direction pad to move until the deer is targeted in the crosshairs of the scope. Check the distance at the bottom of the scope screen. You must be closer than 100 yards before pulling the trigger, or you

lose a shot. The deer run away after 30 seconds.

If you hit a deer, **HIT!** appears on the scope screen and a falling deer appears in the tracking screen. Then the deer's weight appears. There are three types of deer, each with a different weight. Small deer weigh 170 lbs, common deer weigh 230 lbs, and large deer weigh 290 lbs.

3. To start tracking again, turn **SAFETY** to **ON**. If you try to move with **SAFETY** turned to **OFF**, **SAFETY** flashes.

Bear Attacks

If you do not move for about 1 minute at any time during the game, a bear appears and attacks you.

1. When a bear's head appears in the target screen and you hear the bear roar, turn **SAFETY** to **OFF**.
2. Target the bear in the crosshairs of the scope.
3. You must shoot the bear 3 times within 20 seconds or it will attack you and the game ends.

Meeting Other Hunters

You might see another hunter on the scope screen. If you fire at another hunter, the hunter fires back and the game ends.

Starting a New Game

To start a new game at any time, press **NEW GAME**. **NEW GAME** appears on the tracking screen.

Press ◀ or ▶ on the direction pad to select **YES** (to start a new game) or **NO** (to return to the original game), then pull the trigger to confirm.

Game Over

The game ends when:

- all the bullets are used up.
- a bear kills you.
- you fire at the other hunter and he shoots you.

When the game is over, **GAME OVER** appears on the tracking screen, followed by the weight each deer you killed, then your final score. Pull the trigger to start a new game.

Resetting the Game

If the game is not working properly, press **RESET**. The game resets and starts over.

CARE

Keep the game dry; if it gets wet, wipe it dry immediately. Use and store the game only in normal temperature environments. Handle the game carefully; do not drop it. Keep the game away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the game's internal components can cause a malfunction and might invalidate its warranty. If your game is not performing as it should, take it to your local RadioShack store for assistance.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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